

WEATHER THE STORM

AN ADVENTURE MODULE FROM THE GM'S SECRET STASH

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An Adventure Module from the GM's Secret Stash



Presented by Quickphix

Weather the Storm

A 3 - 4 Hour Adventure for 6th to 7th Level Characters

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“The King may fear betrayal from his court, as we common people fear betrayal from those who hold power over us. However, this way of thinking betrays our short-sightedness. It makes me wonder: among the famous traitors of history, how come no one ever mentions the weather?” – Storm Mage Anna Janar

Summary

Mankind has always been observing and trying to predict the weather. Indeed, every culture has its sayings and truisms about it. Yet, such imprecise methods never convinced Anna Janar. Raised as a farmer’s child in the mountains, she’s always seen the unpredictable nature of the weather as one of mankind’s greatest banes. Living through droughts, floods and harsh winters, the idea of a malevolent force controlling all these events began to form in her mind. Therefore, she left her home with the goal to dedicate her life to understanding the inner workings of the winds. After years of travel, Anna built her own laboratory. Cooped up in this mountain tower above the small town of Donasa, she seemingly made her dream come true. The locals greatly appreciate and rely on her accurate weather predictions. Wise men from all over the continent travel to Anna’s tower to learn how to read the skies like she does. Yet, she still feels like something is missing. There’s still a variable she can’t quite explain – an unseen hand manipulating the weather whenever she isn’t looking. Determined to fulfil her lifelong dream, Anna begins to plot out her most ambitious experiment yet: enslaving the winds themselves.

In this 3 – 4-hour adventure, a party of 6th to 7th level characters will get snowed in while visiting Donasa. With the weather getting worse by the minute and worrying broadcasts coming from Anna’s tower, the party must “Weather the Storm” and find out if she’s the key to ending this blizzard.

Premise

On their travels through the lands, the party happens upon the little valley town of Donasa. The town seems moderately rich for such a small farmer’s town. Asking around, the party will find out, that the reason for the town’s wealth is standing in the middle of the market square: a giant pillar with a face carved into it (a sending stone). Each morning, noon and evening, a cold and clinical voice would proclaim an incredibly accurate weather forecast. As a result, the farmers always know when to harvest and the hunters never get caught off-guard by a storm. Visiting scholars stop in Donasa before climbing up to the tower in the mountains, spending a lot of coin in the local establishments. The sender of these broadcasts is Anna Janar – a stern and mysterious woman the locals fondly call the “Storm Mage”.

The Storm Mage’s Warning

As the party passes through town, the pillar delivers a weather warning: “Anna to Donasa. Attention. Temperature drop below freezing point before sunset. Strong winds and heavy snowfall all night. Visibility low. Anna out.”

Upon hearing that, the locals urge the party to stay at the local inn for the night, as it would be too dangerous to travel during a snowstorm at night. True to Anna’s prediction, at sunset heavy snow begins to fall and biting winds howl through the town’s narrow alleys. This continues throughout the night, as temperatures drop ever lower and the winds keep getting stronger.

In your Campaign:

If this campaign is run as part of a Pathfinder or D&D campaign, make sure to familiarize yourself with the weather manipulation spells your party has access to. If you want to avoid magic, Anna Janar could just be a mad scientist who managed to create a weather controlling device.

Collapse at Midnight

The party is awoken by a loud cracking sound coming from outside. The roof of the three-storey house next to the inn has collapsed under the weight of the wet snow. The neighbours have already assembled around it and are discussing frantically on what to do. As a scream of help pierces the night, the innkeeper asks the party to lend a hand in saving the house's inhabitants. There are supposed to be seven people trapped under the rubble of their home. Helping in the rescue effort will improve the party's standing within Donasa.

Unbearable Burdens

Now the entire village is up on its feet. Fearing other collapses and ice-dams building on the roofs, they labour together all night to remove some of the snow and heat up the bigger houses. It is up to the party if and how they want to help in this effort. Here's a list of tasks the villagers are dividing among themselves:

- Roof-shovelling (requires Dexterity and a bit of Strength not to get exhausted)
- Street shovelling (requires a lot of Strength not to get exhausted)
- Chopping firewood (requires some Strength not to get exhausted)
- Searching for and delivering fire-fuel for the various houses (requires a good Constitution not to get exhausted)
- Cooking warm foods and drinks for the workers (requires Wisdom to be efficient)
- Helping to organize the work crews and managing the resources (requires Intelligence to be efficient)

Chilly Forecast

The next morning, the entire town is still covered under a thick blanket of snow, but the roofs and the streets have been somewhat cleared out. The snowfall isn't as strong as it was during the night, but the wind is still howling, and the skies remain dark.

Eagerly, the inhabitants of Donasa gather around the forecast pillar. Anna Janar's voice, heavily distorted from the wind, delivers the following message:

"Anna to Donasa. Everything is fine. Snowstorm about to clear before sunset. Stay inside – stay safe. Anna out."

This seems to convince most of Donasa's inhabitants and they return to their snow-covered houses. However, the inn-keeper's son seems to be more distraught than before. During a warm breakfast in the inn he tells the party, that Anna Janar's broadcasts usually are more specific and especially more clinical. He's convinced that Anna is in danger. At first, his father and the assembled inhabitants don't want to listen to him. Yet, after a few minutes of arguing, the inhabitants ask the party to check on Anna and deliver some conserved foods to her for a modest reward. They aren't fully convinced that something's wrong, but they figure she might need some help with all the snow.

Proper Preparation

Anna's tower is located on top of the mountain Sigla above Donasa. The hike up the mountain's flank usually takes about 3 hours. However, the innkeeper guesses, that it might take twice as long with the heavy snow blocking the road. He hands each (human-sized) party member a pair of snow-shoes and suggests, that they buy some supplies for the trek up the mountain. The following supplies are available for purchase:

- Snow Goggles (don't suffer perception penalties in snow-storms – 125CP)
- Warmer Clothes (don't suffer exhaustion or cold damage from the weather – 30CP per set)
- Additional food and water supplies
- Ice-picks (for ice climbing – 210CP per pick)
- A compass (1020CP – only one available)
- Shovels (205CP per shovel)
- Oil-based lanterns (55CP per full lantern)

Depending on how well the party performed last night, these items will be given to them for free or at a reduced price (GM's discretion).

A Cold Goodbye

Leaving the town, the party is stopped by a breathless visiting scholar. Last night, he helped the town by dishing out warm soup to the workers. He informs them, that he's just visited Anna the other day. After praising Anna's intellect, he also warns them: he thinks Anna's predictions are too accurate and her ability to magically manipulate the weather are far beyond what any mage has ever been able to conjure thus far.

He thinks Anna might have discovered a completely new primordial source of magic. Either she has lost control over it or has gone mad with power. He'd prefer them to help Anna, although this might mean hurting Donasa in the process. With this chilling thought he leaves the party to their mission.

Nightmare Climb

The climb up to Anna's tower on Sigla's peak will be long and arduous. It is up to the GM how many of these following encounters should be run. If there are no house rules for weather or cold effects, they should be cleared up now.

River Crossing

Near the base of the mountain, a wide and shallow river is flowing towards Donasa (see Appendix II). The wooden bridge crossing it is creaking under a heavy blanket of snow and ice. Any non-small player walking across the bridge will cause it to collapse. Swimming or falling into the water will trigger a DC 16 Constitution saving throw – not passing it results in 1d4 Constitution damage. Not being able to warm up immediately afterwards will result in one level of exhaustion.

The Rime Net

The path up the mountain leads through the Sigla woods. Usually, this well-travelled path is easily accessible. However, the blizzard also had a toll on the still leaf-covered trees. Most of them have lost branches or

have toppled over. Inspecting some of them will reveal, that they seem to have burst open. A DC 18 perception check will reveal, that the party is surrounded by a network of thin, glassy strings. Roll for initiative.

Ability Scores

AC: 16 / HP 58 / fly 10ft. / Challenge 4

STR: 20 (+5) / DEX: 20 (+5) / CON: 16 (+3)

INT: 1 (-5) / WIS: 10 (+0) / CHA: 1 (-5)

Traits

Vulnerabilities: fire

Resistances: bludgeoning, piercing

Immunities: blinded, deafened, frightened, prone, charmed, cold

Stealing Warmth: The Rime Net freezes anything it comes into contact with. Touching it with exposed skin results in 1d8 cold damage and the target must succeed in a DC 13 Constitution saving throw or be stuck to the Rime Net. As long as the target is caught in the Rime Net, it has its speed reduced by 15ft. and takes 1d8 cold damage at the beginning of each turn. It can repeat the DC 13 Constitution saving throw at the end of each turn.

Glassy Body: The Rime Net is difficult to spot against a white background and gets +7 on Stealth checks that rely on sight.

Actions

Multiattack: The Rime Net makes four tendrils attacks.

Tendrils: Melee Weapon Attack: +7 to hit, reach 10 ft., one target. Hit: 14 (2d8 + 5) cold damage. If two tendrils hit the same target in a single turn, the target is restrained. A restrained target takes 1d8 frost damage and 1d4 Constitution damage at the beginning of its turn. Up to three of this Constitution-damage can be healed by warming the target up afterwards. To escape the restraints, the target must succeed in a DC 13 Constitution saving throw at the end of its turn.

How to run this encounter

This encounter can be run as a normal fight, with about half as many Rime Nets as players attacking the party.

Alternatively, it can be run as a puzzle encounter: the entire wood is filled with Rime Nets, sucking the heat out of every living thing in sight. The party must find a way to make the nets visible and help party members (or woodland creatures) stuck to it.

The Unlucky Scholar

Leaving the woods behind them, the party spots a peculiarly shaped pile of snow under a big cliff. Inspecting it makes it clear, that there's no way it piled up naturally like this in the shadow of the cliff.

Investigating the pile will reveal it to be a make-shift igloo. Inside lies a shivering, unconscious man next to the embers of some twigs and books.

He can be awoken using healing spells or by warming him up. He won't be able to walk – but he'll tell the party that he's a visiting scholar named Beril Mendi, who was surprised by the sudden onset of the blizzard last night. For some reason, Anna Janar didn't warn him. It is up to the party whether they want to take him with them or not.

Shelter for Everybody

The party was informed there was a cave-shrine to a local deity about half way up the path to Sigla's peak. After a bit of searching, the party discovers the entrance to the cave a few steps off the path. The inside is cold but thanks to a simple wooden floor not all too wet. There are some moist torches mounted to the wall and a heavy stone brazier to burn offerings. It is empty. Upon entering deeper into the cave, the party will hear a deep growl. A pack of wolfs (about 8) seem to have taken shelter in the cave. If the party doesn't provoke them, they will not attack. Resting in the cave is possible, if the party shares some of their rations with them.

Watch your Step

As the party manages to get ever closer to the top, the blizzard starts picking up again. Visibility decreases

rapidly and makes even simple navigation almost impossible. The player in front of the formation must be on guard not to walk in circles or lead the party away from the path. If the party isn't careful or bound together by rope, they might lose sight of each other. Players with an outlander background might have advantage on finding the path.

Avalanche!

The last stretch of the way up to Anna's tower is characterized by a strong incline. The newly fallen snow has already blocked some parts of the path, and rumbling sounds can often be heard in the distance. One wrong step might trigger a catastrophic avalanche. Loud noises, wrong steps or actions determined by the GM can be used as a trigger. As the mountain shudders, snow begins to slide and tumble becoming a white river that threatens to engulf the party. The precise positioning of the characters is only relevant with respect to each-other, as some characters may need to be dug out if they are buried. Once triggered, the avalanche lasts for 2d4+4 rounds, whereupon stillness returns to the mountain. Every round, each creature not holding on to something (see countermeasures) is carried 2d4 x 5 feet down the mountainside along with the snow.

Initiative

The players must roll initiative as soon as the avalanche is triggered. The avalanche acts on initiative counts 20 and 10 (losing initiative ties).

Actions

Crushing Wave (Initiative count 20). A wave of wet snow beats upon the party. All players must make a DC10 Strength saving throw or be covered. Creatures with a burrow or swim speed have advantage on this saving throw. On a failure, creatures take 1d10 bludgeoning damage and are buried in one layer of snow. While buried, creatures are not subjected to this effect again, but it does cover them with another layer of snow.

Powder (initiative count 10). Creatures buried in snow must make a DC10 Constitution saving throw.

The DC for this save increases by 1 for each layer of snow under which they are buried. On a failed save, creature takes 2d6 cold damage per level of snow above them and begin to suffocate. On a successful roll, creatures take half damage and do not have their breath knocked from them.

Traits

Dynamic elements. The avalanche has three levels of severity. When triggered it is medium. At the start of each subsequent round, the GM rolls 1d3. On a 3 the severity increases a level, on a 1 it is reduced by one level. When the severity is high, the Crushing Wave effect acts on count 20 and 15. When the severity is low, the Crushing Wave effect only functions every other round.

Low Visibility. The area within the avalanche is heavily obscured by a flurry of snow. This lasts until the avalanche subsides. Movement amid the avalanche follows all the rules for swimming.

Countermeasures

Helping out. For the sake of simplicity, the GM may assume that characters are able to locate each other in the avalanche, unless they are suffocating. The difficulty comes in reaching allies in danger to aid them, but a suffocating creature cannot shout and thus a DC15 perception check can be attempted as a free action to locate them.

Grab onto something. A creature which is not buried can use its action to grab onto a tree or rock or find a safe outcropping. The creature attempts a DC15 athletics or acrobatics check. On a success the creature has advantage against the next saving throw for the Crushing Wave effect. If they succeed by 5 or more, they automatically succeed on that saving throw. On a success, the creature is not carried down the mountain with the avalanche and may become separated from the party. Creatures with a high climb speed have advantage on this check.

Digging yourself out. A buried creature can use its action to attempt a DC10 athletics check to dig upwards out of one layer of snow. If they succeed by more than 5 they dig out of two layers, if more than 10, three

layers. Creatures that attempt this and fail while suffocating take one level of exhaustion. Creatures with a high burrow or swim speed have advantage on this check.

Dig out someone else. A creature that is not buried can use its action to attempt to dig out another creature. The creature makes a DC15 athletics check to do this. The DC increases by 2 for each additional layer beyond the first that is on top of the buried target. On a success the buried creature is no longer buried. A character must be within 5 feet of their target to attempt this action. Creatures with a burrow speed have advantage on this check.

How to run this encounter

Other clever actions or magical effects or items, especially ones that manipulate water, can be useful in this situation. The GM should allow players making creative attempts towards success. Anything that would aid in a situation where the party is swimming is likely to be of help here as well.

For parties above level 10, all DCs are increased by 5 and the number of damage dice are doubled. Such an avalanche should be considered deadly for parties below level 5 and moderate for parties above level 15.

The Storm Mage's Tower

The exhausted party finally arrives at Anna's tower. The entrances to both the guest house and the tower itself have been completely covered in snow (see Appendix II). Calling Anna's name won't provoke any reaction. Above the tower, the sky is of a deep black and the howling of the wind almost sounds like an angry roar.

The Guest House

Gaining entry to the guest house is easier, because its windows on the second floor are easily accessible. There's nobody inside. The interior is decorated rather sparsely, with some simple bunk beds, a few writing desks and a fireplace in the back. There's a small barrel of a strong alcoholic beverage and some dried meat.

Near the entrance lies a small table with a guestbook. Reading it reveals, that it wasn't started by Anna herself, but rather by her guests. It is filled with entries praising Anna's incredible intellect. Under one of the beds, some simple snow shovels and other winter supplies can be found.

Entering the Tower

The tower itself is only about six storeys high. From the front it just looks like a tall house. However, from the townfolks' description, the party knows that it must have a huge window somewhere on top. Yet, the only way inside seems to be by digging their way in.

Like Thieves

Once uncovered, the party finds the door to be unlocked. Inside, the party is greeted by silence. Again, shouting seems to have no effect. The ground level floor doesn't contain much, except a closed metal door to a cellar. Should the players try to open the metal door (DC 18 lockpicking) or if they make their way up to the second floor, they'll be startled by the nervous but authoritative voice of Anna Janar. Her hair is a wild mess of tangles – but other than that she seems to be fine – in good spirits even. She isn't hostile towards the party – however, she doesn't want them to enter the cellar. She tries to invite them upstairs with the promise of warm tea and biscuits. In the upstairs room, she'll show them her instruments as well as a smaller version of the pillar standing in the middle of Donasa – her end of the stone of sending.

Calm during the Storm

The reason for Anna's nervousness lies in the cellar. Just the previous night, she managed to bind an air elemental to her equipment – channelling its primordial energy directly into her bloodstream through a receiver with a syringe hidden within her bracer. The sender is in the cellar under the tower. It drains the life energy from the bound elemental. In previous experiments, all

the elementals she summoned died after she used up their energy to cast just one spell. Now she's perfected the method. Not using more energy than the Elemental can naturally supply. Anna knows that her experiment might not be seen as entirely ethical by everybody, which is why she's been hiding it from her visitors.

Now with the party in her tower, she isn't sure what she's supposed to do. She doesn't want to hurt them – but she also knows what's causing the storm. It is up to the GM how much time should be spent roleplaying with Anna: making her more sympathetic might go a long way for a more interesting conclusion of the adventure.

The Storm's Cause

Anna's use of the stolen primordial magic has attracted the attention of other elementals. Their gathering at Anna's tower is what's been causing the blizzard. She's been out there fighting them off – figuring that there must be an end to them. Just before the party arrived, she identified the energy of a giant elemental creature, which she believes to be the proverbial eye of the storm. Therefore, her plan is to lure it down and kill it, hopefully ending the storm. However, she isn't quite sure, if this plan would work.

The Eye of the Storm

The story can end in one of two ways from here. Whether the party discovers the Elemental captured in the basement or not – Anna Janar will at some point just ask for the party's assistance in defeating the giant elemental causing the storm. The two ways forward are: refuse to help Anna and free the captured Elemental (which Anna will try to stop by force) or help Anna defeat the giant elemental.

Route One: Discovery and Fight with Anna

The party decides to stop Anna's cruel experiment and fights her in the tower's giant cellar (See Appendix IV).

At the beginning of the fight, regardless of the initiative, she'll cast "Conjure Minor Elemental" and summon four Ice Mephits (MM p. 215 or Appendix V). She can use her primordial power as long as the contraption holding the Elemental is still intact (see Appendix I & IV). The fight ends once the Elemental is freed or Anna's killed or incapacitated. The freed elemental will join up with the giant elemental in the clouds and destroy the tower. Afterwards, the blizzard will subside, and a warm breeze will start blowing around the tower.

Route Two: Fighting the Eye of the Storm

If the party agrees to help Anna fight the eye of the storm, she'll take them up to the sixth floor of the tower. Through a complicated mechanism, she'll open the tower's roof, so that everybody is standing outside on a big platform (See Appendix V). Next, she'll ram a giant metal spike into the ground and cast a spell on it. A lightning bolt will strike it and drag a huge shape out of the clouds and into the reach of the party. Roll for Initiative.

Ability Scores

AC: 18 / HP 142 / fly 30ft. / Challenge 8

STR: 20 (+5) / DEX: 14 (+2) / CON: 14 (+2)

INT: 9 (-1) / WIS: 10 (+0) / CHA: 10 (+0)

Traits

Resistances: lightning, thunder

Immunities: poison, bludgeoning, piercing and slashing from nonmagical attacks, petrified, poisoned, prone

Actions

Multiattack: The Eye of the Storm makes three Hailstrike attacks.

Hailstrike: Melee Weapon Attack: +7 to hit, reach 5 ft., one target. Hit: 8 (1d8 + 4) piercing damage.

Lair action

On initiative count 20 (losing initiative ties), the Eye of the Storm takes a lair action to cause one of the

following effects; it can't use the same effect two rounds in a row:

Blizzard: Each creature in the Eye of the Storm's space (10ft. radius) must make a DC 15 Strength saving throw. On a failure, a target takes 15 (3d8 + 2) bludgeoning damage and is flung up to 20 feet away from the elemental in a random direction and knocked prone. If a thrown target strikes an object, such as a wall or floor, the target takes 3 (1d6) bludgeoning damage for every 10 feet it was thrown. If the target is thrown at another creature, that creature must succeed on a DC 13 Dexterity saving throw or take the same damage and be knocked prone. If the saving throw is successful, the target takes half the bludgeoning damage and isn't flung away or knocked prone.

Sheer Cold: The Eye of the Storm screams in anger and starts raining down ice shards in a 15ft. cone. Each target within the cone must make DC 13 Constitution saving throw. On a failure, a target takes 4 (1d8) cold damage and 1d4 Constitution damage. If the saving throw is successful, the target takes no Constitution damage.

Strengthening the Storm: The Eye of the Storm calls down two small air elementals and absorbs their power. It is healed for 12 (4d6) HP.

How to run this Encounter

Anna will try to fight the eye with everything she's got – however, she's also trying to protect the party. If one of the party members gets blown off the roof, the GM might use her turn to immediately conjure up a strong wind which blows them back onto the roof. If the GM doesn't want to use Anna in the fight, he can have her fight of the smaller elementals creeping closer to the tower.

Killing the Eye of the Storm will result in a final explosion of ice and wind. The energy within the metal rod, binding the elemental is released and a beam of light pierces the clouds above. The blizzard seems to have subsided – for now.

A Hero's End?

The party returns to Donasa the next morning – together with the rays of a warm morning sun. The deadly storm has passed. The ending depends on the decisions of the party. The following points need to be addressed:

- How's Anna doing – is she still alive?
- What caused the Storm?
- Who's at fault (if anybody)?

Basically: the party must decide, whether they shatter the town's image of their perfect protector and hero Anna Janar. If they never discovered the basement, the only tale they can tell will add to her legend.

Rewards

If the party helped Anna defeat the Eye of the Storm, she'll have rewarded them with an item she created with her newfound power: the mark of the storm. This small needle syringe can be stuck in one's own flesh, to cast the spell "Sleet Storm" once per day in exchange for 20% of the owner's health.

If the party upholds Anna's image within Donasa (whether she's alive or dead), the town's people will reward them with food and some trinkets worth 80GP. Otherwise, the town will refuse to pay or be haggled down to the sum of 20GP.

What's next?

Anna's experiments attracted not just the attention of the elementals. Her method of binding elementals could in the wrong hands be used to bring forth much worse disasters than just a blizzard. As the party leaves Donasa, the pillar in the middle of the town crackles with static and random noises. Listening to this transmission closely, one might almost hear something that sounds like menacing laughter.

Appendix I – Anna Janar, Level 10 Wizard (Transmutation School)

Ability scores: STR: 8 (-1) DEX: 10 (+0) CON: 11 (+0) INT: 20 (+5) WIS: 15 (+2) CHA: 12 (+1)

Saving throws: STR: -1 DEX: +0 CON: +0 INT: +9 WIS: +6 CHA: +1

Initiative: +3 Speed: 30 Passive perception: 12 Size: Medium Proficiency bonus: +4 Gender: Female

Hit points: 51 Hit dice: 10d6

Armor: padded leather armor

AC: 14

Proficient skills: History +9, Investigation +9, Nature +13, Religion +9, Medicine +6, Survival 16

Languages: Common, Gnomish, Elvish, Dwarfish

Other proficiencies: Light Armor, Herbalism kit

Abilities: Spellcasting, Arcane Recovery, Arcane Tradition (Transmutation school), Transmutation Savant, Minor Alchemy, Transmuter's Stone, Shapechanger, Ability Score Improvement (4th and 8th levels, +4 Intelligence)

Equipment: Record of studies, Common clothes, Herbalism kit, Scholar's pack, Component pouch, Arcane focus, Spellbook, Flask of Holy Water, Healer's kit, Flask of Alchemist's Fire

Wealth: 133 gp, 4 small gemstones worth 160 gold, Finely-crafted Gold Earrings worth 300 gold, Jeweled Copper Bracers worth 150 gold

Magic Items: Bracer of Elemental Binding (Grants the ability cast "Control Weather" and "Whirlwind" at will and "Shield" – manifesting as a strong gale - as reaction.). The Item is destroyed if forcefully removed.

Spellbook: Absorb Elements, Create or Destroy Water, Fog Cloud, Identify, Illusory Script, Tenser's Floating Disk, Darkvision, Detect Thoughts, Gust of Wind, See Invisibility, Skywrite, Warding Wind, Sleet Storm, Wall of Water, Wind wall, Conjure Minor Elementals, Control Water, Ice Storm, Control Winds, Creation

Cantrips: Frostbite, Gust, Light, Prestidigitation, Shape Water

Spell slots: 4 first level, 3 second level, 3 third level, 3 fourth level, 2 fifth level

Spell save DC: 17 / Spell Attack Modifier: +9

Can prepare 15 spells

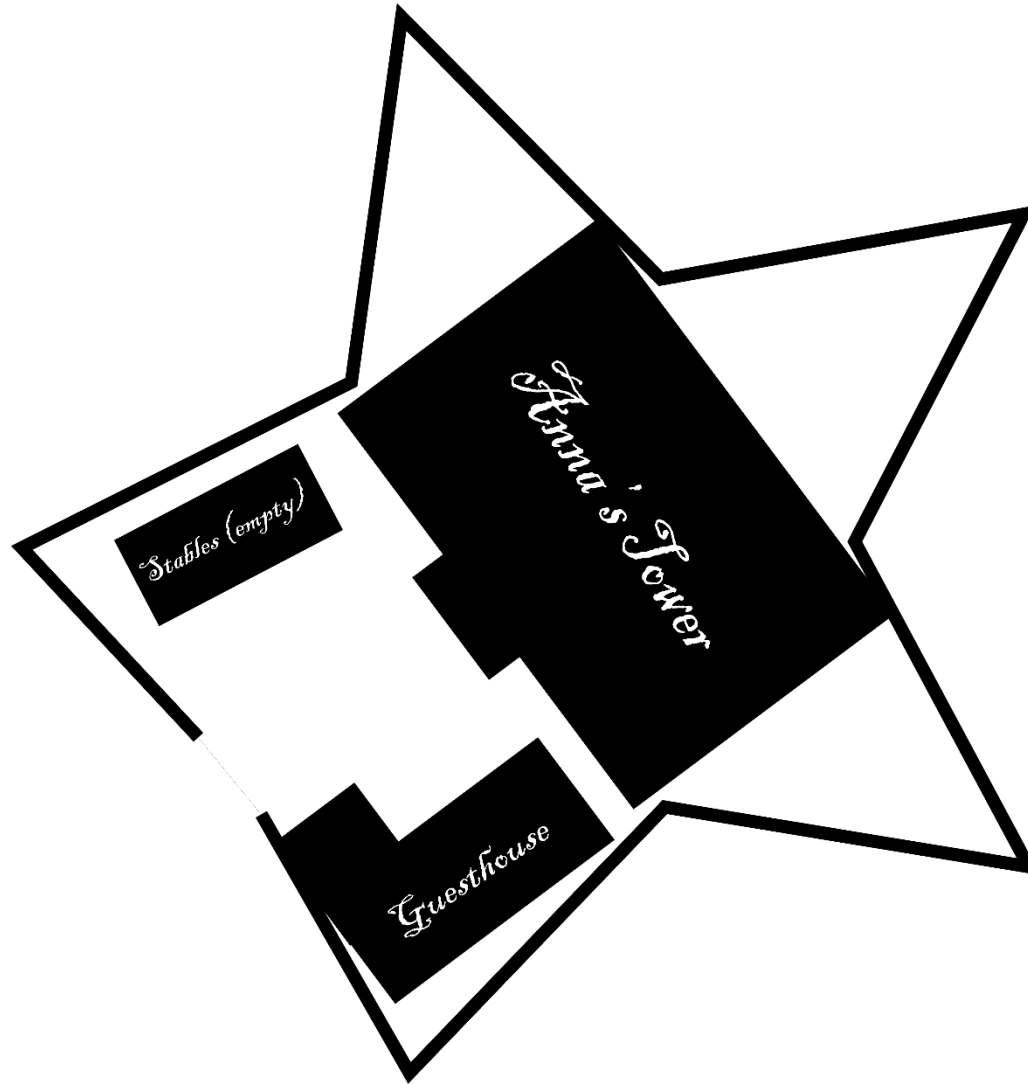


Appendix II – Sketch of Donasa and the Nearby Mountain





Appendix III – Map of the tower and its surrounding walls (outside)



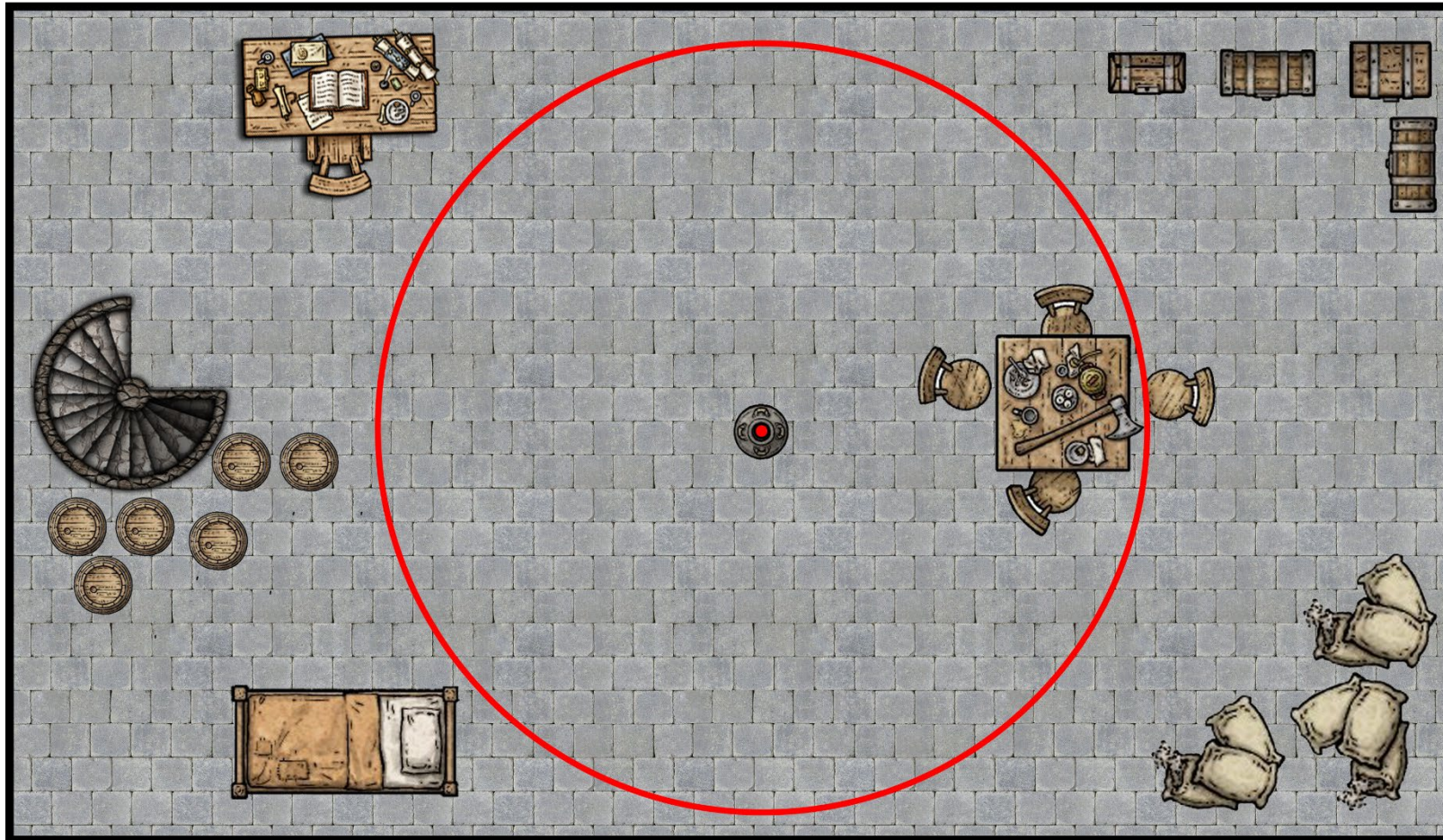
Appendix IV – Encounter Map for the Cellar



Legend

The red circle represents Anna's binding device. It has 66HP and a damage-threshold of 6. Destroying it will take away the power of Anna's bracer. She'll most likely lose the will to fight afterwards (although her summoned elementals might not).

Appendix V – Encounter Map for the Roof



Legend

The Eye of the Storm is bound to the metal rod marked with the red dot. The Eye of the Storm can only move within this circle. This floor is about 30ft. long and 60ft. wide.

The roof has been completely lowered – meaning at the edge of this map there's now an 80ft. drop down the tower.